

ATARI

LYNX

VIDEO GAME MANUAL

# ROBOTRON<sup>®</sup> 2084



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LYNX™ PORTABLE  
Color Entertainment System

**GAME MANUAL**

ROBOTRON®  
2084

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# ROBOTRON: 2084

The year is 2084. Technology and advancement are at a dangerous peak when man perfects the ultimate species. A species so advanced that man falls victim to his own creation - The ROBOTRON.

Guided by their infallible logic, the Robotrons conclude: the human race is inefficient, and must therefore be eliminated.

Due to a genetic engineering error, you possess Superhuman powers.

Your mission: to stop the Robotrons and save the last of the Human Race.

You are the only hope for mankind.



# Getting Started

1. With your Lynx system off, insert the game card as described in the **Lynx Owner's Manual**.

**Warning:** Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Robotron introduction screen will display, followed by the Robotron title screens.
3. Press **A** or **B** to start the game.

# Game Controls and Options

Pressing **Option 2** will toggle the title screen music on and off.

Pressing **Pause** and **Option 2** will flip the screen 180 degrees and reverse the controls.

Pressing **Pause** and **Option 1** will reset to the first title screen.

Pressing **Pause** and a **direction on the joypad** will switch between the different title screens.

Pressing **Option 1** will give you the GAME OPTIONS screen. Here you can set the Game control, Music and Skill Level. Use the **joypad Left** and **Right** to select which option to change. The current options have colored boxes around them and the option that is selected to be changed has a flashing box. Use the **joypad Up** and **Down** to change the options as desired. Press the **A** or **B** button to exit.

## Controlling The Game

Pressing **Pause** will pause the game.

Pressing **Pause** again will restart the game.

Pressing **Option 2** and **Pause** will flip the screen 180 degrees and reverse the controls.

Pressing **Option 1** and **Pause** will reset to the first title screen.

Use the **joypad** to maneuver your man around the screen.

## Game Control Types

**Control A:** Pressing the **A** button will fire in the direction that you are moving. As long as the **A** button is held down the firing direction will not change even if you change directions. Releasing the **A** button will reset the firing direction and the next time the **A** button is pressed a new firing direction will be set. Each time you press the **B** button while still holding the **A** button, it will flip the firing direction 180 degrees. If you are

not firing, and you press the **B** button, it acts just like the **A** button except it will fire behind you. The **A** button works like the **B** button did when the **A** button was pressed first.

**Control B:** Pressing or holding the **A** button will fire. You will fire in the current firing direction. Pressing the **B** button will cause your firing direction to rotate one position in a clockwise direction. Holding the **B** button will cause the firing direction to rotate slowly in a clockwise direction. Pressing the **B** button twice in rapid succession will cause the firing direction to instantly change to the current direction that you are moving in.

**Control C:** Firing is automatic. Pressing **Option 1** will toggle firing on and off. Pressing the **A** button will rotate the firing direction one position in a clockwise direction each time you press the button. Pressing the **B** button will rotate the firing direction one position in a counter-clockwise direction each time you press the

button. Pressing one of the buttons quickly will rotate the direction as fast as you press the button. Pressing the **A** and **B** button at the same time will rotate the firing direction 180 degrees.

## Playing The Game

Your man will always start in the center of the screen. After the robots are created, your man will implode in the center of the screen. While your man is imploding, you can move, fire, and you are indestructable. Although no robots can get created right next to you, it is wise to clear a path and maneuver your man to a safe place on the screen while you are indestructable.

Maneuver your man around the screen destroying anything that moves. Pick up the Humans to score bonus points. Humans cannot be killed by your shots so don't worry about shooting them.

You start the game with three men, and are awarded a bonus man for every 25,000

points scored. You lose a man if you come in contact with any of the Robotrons or their shots.

Your score and number of men remaining appear across the top of the screen. A maximum of 10 extra men will be displayed although you may have more than 10 extra men. At the bottom of the screen you will find a display of the current wave you are playing.

A Wave is completed by destroying all of the Robotrons on the screen. Progs, shots, and Humans do not count as Robotrons.

If your score is one of the five top scores, you will be able to enter your name. On the high score entry screen, use the **joypad Up** and **Down** to select a letter. Use the **joypad Right** to enter the letter. When you have entered the fifth letter, the name will be entered and the high score list will be displayed. Use **joypad Left** to erase the previous letter entered.

# The Inhabitants of Robotron



## **Electrodes:**

Various flashing shapes that seem harmless enough. Destroy them quickly or you may find yourself walking into one in an attempt to avoid more dangerous foes.



## **Humans: 1000-5000 points**

The humans consist of Daddy's, Mommy's and Mikey's. Your mission is to save the humans. You score 1000 points for picking up a human. 1000 points is added to the score of each additional human you pick up to a maximum of 5000.



## **Grunts: 100 points**

The red Grunt Robotrons will track and destroy you.



## **Indestructable Hulk:**

The large green Hulk Robotrons are indestructable. Although they can't be killed they can however be slowed down and moved by repeatedly shooting them.



**Spheroids: 1000 points**

These red pulsing circles will move around the screen creating Enforcer Robotrons. Destroy them before they create too many Enforcers and disappear.



**Enforcers: 150 points**

These white Robotrons will move around the screen, either tracking you or in an erratic manner. They will fire spinning 'X' shaped shots at you.



**Brains: 500 points**

The Brain Robotrons will seek out Humans and reprogram them. If no Humans are left, they will seek out and destroy you. Beware, the Brain Robotrons also fire deadly Cruise Missiles.



**Progs: 100 points**

A Human that has been reprogrammed becomes a Prog. A Prog is a flashing human followed by flashing shadows. Once a Human has been reprogrammed it can no longer be saved and should be destroyed.



### **Cruise Missile: 25 points**

Fired by the Brain Robotrons, these missiles will seek you out and destroy you. Beware, only the white tip of the missile can be shot to destroy it.



### **Quarks: 1000 points**

A Quark is a pulsing square, also known as a Cubeoid. Quarks move quickly and erratically around the screen creating Tanks. They will disappear if not destroyed or sufficient Tanks are created.



### **Tanks: 200 points**

Tanks move in a semi-tracking mode in order to seek out and destroy you. Although the Tanks themselves do not move fast enough to pose a real danger to you, they fire deadly Orbs that are. The Orbs fired by the tanks move very rapidly and will bounce off the walls.



